

STAR WARS®

ROLEPLAYING GAME

JEDI MASTERS

CLONE WARS FAN SOURCEBOOK

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CHAPTER VI THE JEDI ORDER





When the Clone Wars began, the Republic looked to the Jedi Order for leadership on the battlefield. Despite deeply expressed reservations, the majority of the Jedi honored their commitment to support and defend the Republic. The Jedi Masters were commissioned as Generals, leading anything from a single legion to an entire Sector Army. The following are the most notable Jedi Masters who served during the Clone Wars.

AVAN POST

Chandrilan native Avan Post was among the many Jedi Masters that heeded the call to protect the Republic from the hands of the Confederacy of Independent Systems when the Clone Wars began. Post and his apprentice, Olana Chion, took part in a number of battles throughout the early months of the war, but their differing skill sets and views on the Jedi's role during the war often saw them deployed on separate fronts.

Nine months after the Battle of Geonosis, Avan Post and Jedi Master Shaak Ti were sent to assist the Andoan Free Colonies to reclaim Ando from the Separatists. Post led Republic starfighters against the forces of the Techno Union, and managed to single-handedly destroy seven *Hardcell*-Class starships before being shot down. Supreme Chancellor Palpatine posthumously honored Avan with four dozen Ch'hala trees donated to the Jedi Order in his name, along with a small exhibit in the Galactic Museum on Coruscant that chronicled his exploits.

Avan Post (Battle of Ando)

CL 14

Medium Human Male Jedi 1/Soldier 4/Scoundrel 2/Ace Pilot 5/
Jedi Knight 2

Force 2

Init +15; **Senses** Perception +15

Languages Basic, Bocce

Defenses Ref 30 (flat-footed 28), Fort 27, Will 29; vehicle dodge +2

Hp 129; **Threshold** 27

Speed 6 squares

Melee lightsaber +11* (2d8+7) or

Melee unarmed +10 (1d4+7) or

Ranged by weapon +12

Base Atk +10; **Grp** +12



Atk Options Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Strafe

Special Actions Force Fortification, Force Reflexes, Hyperdriven, Keep It Together, Vehicular Combat, Vehicular Surge

Force Powers Known (Use the Force +15): battle strike, Force slam, move object, surge

Force Techniques Improved Sense Surroundings

Starship Maneuvers Known (Use the Force +15): devastating hit, explosive hit, overwhelming assault, skim the surface

Abilities Str 11, Dex 15, Con 12, Int 13, Wis 16, Cha 16

Talents Elusive Dogfighter, Expert Gunner, Force Fortification, Force Intuition, Force Pilot, Force Reflexes, Hyperdriven, Keep It Together

Feats Armor Proficiency (light), Deadeye, Force Sensitivity, Force Training, Point Blank Shot, Precise Shot, Rapid Shot, Starship Tactics, Strafe, Vehicular Combat, Vehicular Surge, Weapon Proficiency (heavy weapons, lightsabers, simple weapons)

Skills Knowledge (tactics) +13, Mechanics +13, Perception +15, Use the Force +15

Possessions Flight suit, Jedi robes, lightsaber* (self-built), utility belt

Organization Score (Jedi Order) – 24

BAN-YARO

During the Clone Wars, Ban-yaro served as the communications center chief at the Jedi Temple on Coruscant. With the help of former apprentice and aide T'Seely, Ban-yaro administered all manner of Jedi and military comms traffic throughout the course of the war. Ban-yaro's discretion regarding sensitive information was essential to protect those in the field, and he had the utmost confidence of even Jedi Master Yoda. Eight months into the galactic conflict, Ban-yaro managed to lock in on a weak transmission sent by Anakin Skywalker during his mission to Lanteeb with Obi-Wan Kenobi. Ban-yaro's whereabouts following Order 66 are unknown, but due to the nature of his post, it is likely he was killed during the 501st clone trooper legion's invasion of the Jedi Temple.

Ban-yaro (Lanteeb Mission)

CL 14

Medium Human Male Jedi 2/Scoundrel 7/Noble 5

Force 8

Init +9; **Senses** Perception +15

Languages Basic, Binary, Bocce, Givin, High Galactic, Neimoidian

Defenses Ref 28 (flat-footed 26), Fort 26, Will 29; Special Defenses

Hp 113; **Threshold** 26

Speed 6 squares

Melee lightsaber +11* (2d8+7) or
Melee unarmed +10 (1d4+7) or
Ranged by weapon +12
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot
Special Actions Gearhead, Gimmick, Knack (1/day), Quick Skill, Recall, Recurring Success (Gearhead), Skilled Advisor
Force Powers Known (Use the Force +14): drain energy, far-seeing, Force thrust, ionize, mind trick, move object, surge, technometry

Abilities Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 14

Talents Exceptional Skill (Use Computer), Gimmick, Knack, Master Slicer, Reliable Boon, Skill Boon (Use Computer), Skilled Advisor, Trace

Feats Force Sensitivity, Force Training (2), Gearhead, Linguist, Point Blank Shot, Quick Skill, Recall, Recurring Success (Gearhead), Signature Device, Skill Focus (Knowledge [technology]), Use Computer, Slicer Team, Superior Tech, Tech Specialist, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (technology) +19, Perception +15, Mechanics +14, Use Computer +19 (may reroll when improved access to computer, keeping better result; **may substitute for Gather Information checks when on a computer network**), **Use the Force +14**

Possessions Jedi robes, lightsaber* (self-built), secured comlink, utility belt

Organization Score (Jedi Order) – 26

B'DARD TONE

When a strike team bound for Geonosis to rescue Obi-Wan Kenobi from the clutches of the Confederacy was assembled, Coway Jedi Master B'dard Tone and his Duinuogwuin Padawan Zephata'ru'tor gladly stepped in to aid their Jedi brethren. As the Clone Wars progressed into its fifth month, Tone and his apprentice were assigned to Jedi Master Saesee Tiin's fleet to stave off an assault by General Grievous and his forces at Nadiem. B'dard and Zephata'ru'tor devised a dangerous plan to infiltrate and sabotage Grievous' flagship, but instead of stopping at sabotage, Tone let his pride cloud his judgment, and tried to confront General



Grievous directly. During the skirmish, Master Tone was horribly disfigured by Grievous and his MagnaGuards. B'dard's Padawan perished in that fight, but Tone managed to limp away to safety.

Master Tone's body took six months to recuperate, but the emotional wound left by the death of his Padawan never healed. The Jedi Council assigned Padawan Codi Ty to Master Tone in hopes of soothing the Coway's pain, but Ty had also suffered at the hands of Grievous, only intensifying Tone's thirst for vengeance. Together, the two Jedi began concocting a scheme to assassinate Grievous before he could murder any more Jedi.

In the twentieth month of the war, B'dard Tone, along with Codi Ty and Padawan Flynn Kybo, abandoned the Jedi Order and set out on a quest to kill the Confederate commander. After weeks of fruitless efforts, B'dard and his fellow deserters teamed up with the miners of Banvhar Station, and located Grievous on the Ugnought homeworld of Gentes. During their approach, Tone and his companions discovered the presence of a group of Padawans taken hostage by Grievous, and were forced to decide between

COWAY

The cave-dwelling primitives of Ciracarpous V are exceptional climbers and tunnelers, and are content to hunt and forage for meats and fungi within their cave networks. Coway have largely chosen to go deeper into their subterranean home than to deal with the outside galaxy.

Coway Species Traits

All Coway share the following traits:

Ability Modifiers: +2 Strength, +2 Constitution, -2 Wisdom.

Coway are strong and durable, but fail to learn from their mistakes, and are quick to resort to violence.

Size: As Medium creatures, Coway have no special bonuses or penalties due to their size.

Speed: Coway base speed is 6 squares.

Darkvision: Coway ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Intestinal Fortitude: Coway receive a +5 species bonus to Fortitude defense when resisting ingested poisons or spoiled foods.

Primitive: Coway do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Automatic Languages: Coway.

enacting their revenge plot and rescuing the helpless younglings. Recognizing how far they had strayed from the Jedi Code, B'dard Tone and Flynn Kybo sacrificed themselves to buy time for Codi Ty to lead the children to safety.

B'dard Tone (Battle of Gentes)

CL 13

Medium Coway Male Jedi 13

Force 4; **Dark Side** 4

Init +12; **Senses** darkvision; Perception +7

Languages Basic, Coway

Defenses Ref 25 (flat-footed 24), Fort 26, Will 25; Deflect, Intestinal Fortitude

Hp 126; **Threshold** 26

Speed 6 squares

Melee lightsaber +17* (2d8+10) or

Melee unarmed +15 (1d4+8) or

Ranged by weapon +14

Base Atk +13; **Grp** +15

Atk Options Cleave, Follow Through, Power Attack

Special Actions Force Recovery, Never Surrender, Redirect Shot, Resilience, Stay Up

Force Powers Known (Use the Force +10): battle strike, falling avalanche, Force slam, move object, surge, Vornskr's ferocity

Abilities Str 15, Dex 13, Con 14, Int 13, Wis 12, Cha 10

Talents Deflect, Equilibrium, Force Recovery, Lightsaber Defense, Redirect Shot, Resilience, Weapon Specialization (lightsabers)

Feats Cleave, Follow Through, Force Sensitivity, Force Training (3), Never Surrender, Power Attack, Skill Focus (Endurance), Stay Up, Triple Crit, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +18, Initiative +12, Use the Force +10

Possessions Bantha hide jacket, comlink, cybernetic prosthesis (1, right arm), lightsaber* (self-built), skull cap

B'INK UTRILA

As an instructor in the Jedi Temple on Coruscant, B'ink Utrila's experience as a teacher became increasingly important as the Jedi ranks dwindled during the Clone Wars. Although she received a general's commission in the Grand Army of the Republic, Utrila's tenure afforded her the luxury of remaining on the capital the majority of the war. During the Second Battle of Coruscant, B'ink, along with fellow Jedi Foul Moudama, Ronon Corobb, and Roth Del-Masona spirited Palpatine to the safety of his security bunker, but were cut off by General Grievous. Although Utrila's skill with a lightsaber was impressive, it wasn't enough to stop the Kaleesh general from skewering her through the heart and capturing the Chancellor.

B'ink Utrila (Second Battle of Coruscant)

CL 13

Medium Twi'lek Female Jedi 7/Jedi Knight 5/Jedi Master 1

Force 2



EDDUG ALEXANDER GREGORY

Init +9; **Senses** low-light vision; Perception +9

Languages Basic, High Galactic, Ryl

Defenses Ref 29 (flat-footed 26), Fort 28, Will 29; Block, Deflect, Great Fortitude, Niman

Hp 102; **Threshold** 28

Immune fear effects

Speed 6 squares

Melee lightsaber +18* (2d8+8) or

Melee lightsaber +13/+13* (2d8+8) with Double Attack or

Melee lightsaber +16* (3d8+8) with Rapid Strike or

Melee lightsaber +11/+11* (3d8+8) with Double Attack and Rapid Strike or

Melee unarmed +16 (1d4+6) or

Ranged by weapon +16

Base Atk +13; **Grp** +16

Atk Options Accelerated Strike, Double Attack, Rapid Strike

Special Actions Lightsaber Form Savant, Redirect Shot, serenity, Share Talent

Force Powers Known (Use the Force +14): battle strike, disarming slash, draw closer, enlighten, Force slam, inspire, move object, pushing slash, rebuke, saber swarm, sarlacc sweep, surge

Force Techniques Improved Battle Strike, Improved Move Light Object

Abilities Str 10, Dex 16, Con 11, Int 13, Wis 16, Cha 16

Special Qualities Deceptive

Talents : Block, Deflect, Lightsaber Form Savant, Niman, Redirect Shot, Share Talent (Niman), Shii-Cho, Weapon Specialization (lightsabers)

Feats Accelerated Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Jedi Heritage, Rapid Strike, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Knowledge (galactic lore) +12, Use the Force +14

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 26

BOLLA ROPAL

The progressive Bolla Ropal served the Jedi Order as one of its most esteemed scholars and seers in the waning days of the Republic. Ropal's loyalty to the ideals of the Jedi path and the Republic caused the Council to entrust the sage Rodian with the Kyber Crystal – a Jedi storage device that contained the names and locations of all discovered Force-sensitive children in the Republic.

Nine months after the Clone Wars' opening, Bolla and his Padawan, Tyzen Xebec, traveled to Devaron to set up a garrison for the Republic's Grand Army. Master Ropal, eager to win over hearts and minds, supervised his troops in the construction of a dam that would restore a once-lush valley flooded by the collapse of a natural barrier. Before the dam could be completed, the Confederacy launched an assault on the construction site. The nefarious Cad Bane led the charge in an effort to capture Master Ropal and obtain the Kyber Crystal. Ropal was no match for the bounty hunter or his battle droid entourage, and was taken into custody.

Onboard Bane's flagship, Ropal was drugged and tortured by his captors to coerce him to unlock the data stored on the Kyber Crystal. Although in agony, Ropal refused to give in to Bane's commands. When his interrogators pressed harder, the pain was more than Ropal's body could withstand, and the Jedi Master perished.

Bolla Ropal (Battle of Devaron)

CL 14

Medium Rodian Male Jedi 4/Noble 5/Jedi Knight 3/Jedi Master 2
Force 2

Init +8; **Senses** low-light vision; Use the Force +16

Languages Basic, High Galactic, Rodese, (2 unselected)

Defenses Ref 28 (flat-footed 27), Fort 27, Will 31; Special Defenses

Hp 94; **Threshold** 27

Speed 6 squares

Melee lightsaber +13* (2d8+7) or

Melee unarmed +12 (1d4+7) or

Ranged by weapon +13

Base Atk +12; **Grp** +13

BOLLA ROPAL



Special Actions Galactic Guidance, Impart Knowledge, Skilled Advisor, Visions

Force Powers Known (Use the Force +16): enlighten, farseeing (3), inspire, mind trick, move object (2), vital transfer

Force Techniques Improved Enlighten

Force Secrets Holocron Loremaster

Abilities Str 10, Dex 13, Con 10, Int 14, Wis 15, Cha 18

Talents Educated, Force Perception, Galactic Guidance, Idealist, Impart Knowledge, Scholarly Knowledge, Skilled Advisor, Visions

KYBER CRYSTAL

The Kyber memory crystal contained detailed information on all of the known Force-sensitive children throughout the Republic. The data stored within the crystal is heavily encrypted and uses a custom interface that can only be read using a Jedi holocron. Using a functional Jedi holocron and with a successful DC 30 Use the Force check, the crystal is placed within a holocron, and information can be retrieved from the crystal. The name, date of birth, location of birth, midi-chlorian count, DNA sequence, maternal and paternal lineage data, and a variety of other information are all stored within each entry. In order to ensure the secrecy of the information and to protect the identities of the children, no copies of this information were kept, all updates were performed through a proprietary asynchronous encryption channel routed from local hospitals and Jedi Watchmen to the Jedi Temple, which then re-routed the information without retaining a copy to the keeper of the Kyber Crystal. The crystal was entrusted to a single Jedi master whose identity was a closely guarded secret known only to the Jedi Council and a select few others. During the Clone Wars, this relic was left in the care of Bolla Ropal. When Master Ropal was captured and killed by the Separatists, the crystal was recovered by Mace Windu and Obi-Wan Kenobi, and a new keeper was selected.

Feats Force Sensitivity, Force Training (3), Informer, Jedi Familiarity, Linguist, Rapport, Skill Focus (Knowledge [galactic lore], Knowledge [physical sciences]), Unwavering Resolve, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +19, Knowledge (physical sciences) +19, Use the Force +16 (may substitute for Perception checks, may reroll keeping second result when substituting for Perception checks)

Possessions Jedi robes, Kyber crystal, lightsaber* (self-built)

Organization Score (Jedi Order) – 29

CAUDLE

As one of the Jedi Order's elder healers, the gruff and surly Caudle resented the "vacation" to the galaxy's capital when his rotation placed him on Coruscant near the end of the Clone Wars. The Jedi Master felt it was his duty to apply his skills toward saving the wounded in major Republic medical depots nearer to the front lines. Six months before the war came to a close, Caudle belly-ached as he bandaged Scout's hand, which had been burned after grabbing a training lightsaber blade. Caudle believed the clone troopers and fellow Jedi risking their lives in combat were more deserving of his expertise.

Caudle (Mission to Vjun)

CL 17

Medium Old Human Male Jedi 2/Noble 6/Medic 3/Jedi Knight 6

Force 7; Strong in the Force

Init +8; **Senses** Perception +15

Languages Basic, High Galactic, Tionese, (3 unselected)

Defenses Ref 29 (flat-footed 29), Fort 32, Will 33; Force of Personality, Unwavering Resolve

Hp 109; **Threshold** 32

Speed 6 squares

Melee lightsaber +16* (2d8+9) or

Melee unarmed +15 (1d4+9) or

Ranged by weapon +14

Base Atk +14; **Grp** +15

Special Actions Adaptable Talent, Rapid Reaction, Skilled Advisor, Soothe

Force Powers Known (Use the Force +22): farseeing, malacia, morichro, move object, vital transfer (2)

Force Techniques Cure Disease, Detoxify Poison, Force Point Recovery

Medical Secrets Improved First Aid

Abilities Str 12, Dex 11, Con 11, Int 15, Wis 15, Cha 18

Talents Exceptional Skill (Treat Injury, Use the Force), Force Treatment, Healing Boost, Rant, Second Chance, Skilled Advisor, Soothe, Steady under Pressure

Feats Adaptable Talent (Done It All [Bring Them Back, Skill Recovery {Use The Force}]), Experienced Medic, Force of Personality, Force Sensitivity, Force Training (2), Linguist,



Rapid Reaction, Silver Tongue, Skill Focus (Use the Force), Strong in the Force, Surgical Expertise, Unwavering Resolve, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (life sciences) +15, Perception +15, Treat Injury +15 (may reroll, keeping better result), Use the Force +22 (may substitute for Treat Injury checks, may reroll, keeping better result when substituting for Treat Injury checks)

Possessions 8-2A medical bundle, Jedi robes, lightsaber* (self-built), medical kit, medpacs (6), pack of cigarras, utility belt

Organization Score (Jedi Order) – 28

Occupation (medical) – Since he was a youngling, Caudle has been a healer and medic within the Jedi Order, thus the Treat Injury skill always considered class for him. He also receives a +2 competence bonus on all untrained uses of the Use Computer skill.

CIN DRALLIG

When Jedi Master Sora Bulq was believed killed in action during the Battle of Geonosis, master swordsman Cin Drallig replaced him as chief lightsaber instructor at the Jedi Temple on Coruscant. Drallig was a master of six Jedi lightsaber forms, and often combined them to improvise his own style. During the Clone Wars, Master Drallig took many orphaned Padawans under his wing, and imparted to them his vast knowledge of melee combat.

When the Jedi were declared traitors to the Republic, and the Sith moved to crush their Order, Drallig helped fight off the onslaught of 501st clone troopers on Coruscant's Jedi Temple. When Cin confronted the clone troopers' commander, Darth Vader, he was weakened from dozens of engagements. Drallig was no match for his fresh, Dark Side-empowered opponent, and was struck down after an impressive duel that echoed throughout the halls of the Jedi Temple.

Cin Drallig (Order 66)

CL 16

Medium Middle-Aged Human Male Jedi 7/Jedi Knight 7/Melee Duelist 2

Force 4

Init +16; **Senses** Perception +11

Languages Basic, High Galactic

Defenses Ref 33 (flat-footed 30), Fort 28, Will 31; Block, Deflect, Soresu

Hp 139; **Threshold** 28

Speed 6 squares; Burst of Speed

Melee lightsaber +21* (2d8+13) or

Melee lightsaber +16/+16* (2d8+13) with Double Attack or

Melee lightsaber +19* (3d8+13) with Rapid Strike or

Melee lightsaber +14/+14* (3d8+13) with Double Attack and Rapid Strike or

CIN DRALLIG



Melee unarmed +19 (1d4+9) or

Ranged by weapon +19

Base Atk +16; **Grp** +19

Atk Options Djem So, Double Attack, Rapid Strike

Special Actions Burst of Speed, Melee Defense, Single Weapon Flourish I

Force Powers Known (Use the Force +15): battle strike, deflecting slash, disarming slash, draw closer, falling avalanche, Force thrust, hawkbat swoop, inertia, Makashi riposte, move object, pushing slash, saber swarm (2), sarlacc sweep, shien deflection, surge (2)

Force Techniques Force Power Mastery (saber swarm), Improved Battle Strike, Improved Sense Surroundings

Abilities Str 13, Dex 16, Con 11, Int 12, Wis 16, Cha 15

Talents Ataru, Block, Deflect, Djem So, Redirect Shot, Shii-Cho,

Single Weapon Flourish I, Soresu, Weapon Specialization (lightsabers)

Feats Burst of Speed, Double Attack (lightsabers), Force Sensitivity, Force Training (4), Melee Defense, Rapid Strike, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore) +14, Use the Force + 15 (may reroll, keeping second result when using the Block or Deflect talents)

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 30

DAAKMAN BARREK

Born into academic family on Mrlsst, Daakman Barrek's Force sensitivity was discovered by his geneticist mother who then sent him to Coruscant. For over half a century, Barrek served the Jedi Order, instilling in those around him the desire to better all aspects of their lives.

While combating piracy in the Outer Rim, Barrek received news of his first Padawan's death at the Battle of Geonosis. Master Barrek and his second Padawan, Sha'a Gi, returned to Coruscant and accepted their commissions in the Grand Army of the Republic, though they continued to focus on combating increasingly bolder pirates. Four months after Geonosis, Daakman stumbled upon evidence of a massive Separatist droid foundry on Hypori. The Jedi Master agreed to lead a task force to raze the newly discovered droid foundries to the ground.

Despite the secrecy surrounding Barrek's assault, the Confederacy expected his forces' arrival. Daakman's fleet came out of hyperspace directly into an orbital minefield, and was decimated. The Jedi flagship crash-landed on Hypori, and immediately came under siege by battle droids headed by the savage General Grievous. Master Barrek sent out a distress call to Obi-Wan Kenobi, but was ambushed by the Separatist general and killed.

Daakman Barrek (Battle of Hypori)

CL 14

Medium Old Human Male Jedi 5/Noble 3/Jedi Knight 4/Jedi

Master 2

Force 5



Init +8; **Senses** Perception +14

Languages Basic, Bocce, Cerean, High Galactic, Huttese, Sriluurian

Defenses Ref 28 (flat-footed 27), Fort 27, Will 29; Lightsaber Defense

Hp 93; **Threshold** 27

Immune fear effects

Speed 6 squares

Melee lightsaber +15* (2d8+6) or

Melee unarmed +14 (1d4+6) or

Ranged by weapon +14

Base Atk +13; **Grp** +14

Special Actions Battle Meditation, Inspire Confidence, Link, Serenity, Skilled Advisor, Telepathic Influence, Telepathic Link

Force Powers Known (Use the Force +20): battle strike, circle of shelter, enlighten, Force slam, inspire, mind trick, move object, surge, valor

Force Techniques Improved Sense Force, Improved Telepathy

Force Secrets Mentor

Abilities Str 9, Dex 13, Con 11, Int 15, Wis 15, Cha 16

Talents Battle Meditation, Inspire Confidence, Lightsaber Defense, Link, Master Advisor, Skilled Advisor, Telepathic

Influence, Telepathic Link

Feats Force Sensitivity, Force Training (3), Linguist, Rapport, Skill Focus (Gather Information, Persuasion, Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +20, Knowledge (galactic lore) +14, Perception +14, Persuasion +20, Use the Force +20

Possessions Comlink, Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 30

Occupation (Academic) – Daakman Barrek has been a scholar within the Jedi Order since he was a youngling, thus Persuasion is always considered class for him. He also receives a +2 competence bonus on all untrained uses of the Use Computer skill.

DARRIN ARKANIAN

Eight days before the Battle of Geonosis, the serene and idealistic Jedi Master Darrin Arkanian was working feverishly to quell the unrest brought about by the Separatist movement. An attack on a Republic rescue patrol cutter by Separatist extremists in the Cowl Crucible prompted Arkanian and a small task force to lend assistance to the local sector patrol.

Darrin Arkanian served the Republic throughout the three year long war, but was betrayed when Order 66 was declared. However, Arkanian managed to escape death at the hands of his own troops, and went into hiding. With no clear sense of direction, Darrin reached out to his biological sister, smuggler Dawn Arkanian, who helped him remain hidden from Imperial Inquisitors, and establish a new identity. As the Empire solidified its grasp on the galaxy, Darrin felt compelled to act. He adopted the alias Dmitri Melamor, and took up teaching at Alderaan University, where he molded young minds to think freely in hopes that one day they could help topple the Empire.

Eight years after Order 66, Arkanian encountered a Force-sensitive student in class named Corwin Shelvay, and the Jedi Master convinced young man to become his Padawan Learner. Together, Darrin and Corwin traveled the galaxy in search of Jedi survivors who would join their cause and take up arms against the Empire. However, their exploits attracted the attention of the Inquisitorious, which led to Corwin's capture and brutal torture

at the hands of High Inquisitor Tremayne. Darrin headed to Coruscant to free his pupil, and was forced to confront Tremayne during their escape. Arkanian laid down his arms in exchange for his apprentice's life, and was cut down by the bloodthirsty Inquisitor.

Darrin Arkanian (Order 66)

CL 13

Medium Sullustan Male Jedi 3/Noble 6/Jedi Knight 3/Jedi Master 1
Force 8

Init +8; **Senses** darkvision; **Use the Force** +14

Languages Basic, Bothese, High Galactic, Ithorese, Sullustese, Tionese

Defenses Ref 28 (flat-footed 26), Fort 26, Will 29; Lightsaber Defense

Hp 103; **Threshold** 26

Immune fear effects

Speed 6 squares

Melee lightsaber +13* (2d8+6) or

Melee lightsaber +11* (3d8+6) with Rapid Strike or

Melee unarmed +12 (1d4+6) or

Ranged by weapon +12

Base Atk +10; **Grp** +12

Atk Options Rapid Strike

Special Actions At Peace, Insight of the Force, Instruction, Recall

Force Powers Known (Use the Force +14): battle strike, Force light, Force thrust, inspire, mind trick, move object, rebuke, surge

Force Techniques Improved Sense Force

Abilities Str 11, Dex 15, Con 11, Int 12, Wis 16, Cha 16

Special Qualities Expert Climber

Talents At Peace, Educated, Force Perception, Gauge Force Potential, Idealist, Insight of the Force, Instruction, Lightsaber Defense

Feats Force Boon, Force Sensitivity, Force Training (2), Linguist, Rapid Strike, Recall, Skill Focus (Knowledge [galactic lore], Persuasion), Unswerving Resolve, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +17, Persuasion +19, Use the Force +14

DARRIN ARKANIAN



Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 24

ECHUU SHEN-JON

Echuu Shen-Jon and Padawan Stam Reath were enlisted by his former master, Mace Windu, to assist in the rescue of captured Jedi Knight Obi-Wan Kenobi on Geonosis at the start of the Clone Wars. After the arena battle, Shen-Jon was deployed with Ki-Adi Mundi and Plo Koon to cripple the escaping flotilla of core ships. However, when the opportunity to capture a fleeing Count Dooku arose, Shen-Jon and his Padawan seized the moment. Unfortunately, the pair was intercepted by Confederate General Sev'Rance Tann who stalled the Jedi long enough for Dooku to reach his swoop. During the skirmish, Shen-Jon's Padawan was killed by General Tan.

Devastated by the loss of his apprentice, the Council paired Echuu with Stam's sister, Naat Reath, who had lost her master during the battle. The two found strength within one another, and later accepted a mission to reclaim Sarapin. His mission accomplished, Shen-Jon headed to Tatooine, where he was told by Jabba the Hutt that Sev'rance Tann was manufacturing Decimator tanks on the Wookiee colony of Krant. Shen-Jon quickly led his

VOR'NA'TU

The Vor'Na'Tu was an ancient Jedi artifact of unknown origin. Any time a character with the Force Sensitivity feat comes into contact with the relic, the character acts as if they possess the Visions Force talent (SE 101), even if they do not meet the prerequisites. The relic also grants the wielder a temporary Force Point, which is automatically used to immediately activate the Visions talent. How far into the future or past the wielder can see is also increased ten fold, however, the wielder cannot designate a target, nor how far into the future or past the wielder is seeing; these factors are at the game master's discretion.

forces to the moon of Aereen, where they could silently observe Tann's activities on Krant.

After the uncharacteristic slaughter of a prisoner on Aereen, Echuu was overcome with a thirst for revenge, and spearheaded an assault on the Decimator plant to confront General Tann. However, the Jedi Master's fragile state of mind gave Tann the upper hand, and she managed to capture Naat Reath during the Chiss Confederate's escape. Shen-Jon's Padawan was later used as bait, and the maddened Jedi was goaded into duel. When Echuu caught up with his adversary, he struck her down in a fit of rage. Afterward, Master Shen-Jon realized how far he had fallen, and refused to return to Coruscant. Instead, he went into a self-imposed exile on Krant to meditate on his failures.

Thanks to his seclusion, Echuu Shen-Jon managed to avoid execution during the Great Jedi Purge. Almost twenty years later, Shen-Jon was discovered by Princess Leia Organa, who convinced him to aide in liberating the people of Krant from Imperial rule. Echuu later helped the Rebellion recover an ancient Jedi artifact called the Vor'Na'Tu, and destroyed the relic to prevent it from falling into the hands of the Empire. Shen-Jon then sacrificed his own life to delay Darth Vader from capturing Princess Leia.

Echuu Shen-Jon (Battle of Krant)

CL 13

Medium Human Male Jedi 7/Jedi Knight 3/Soldier 1/Officer 2

Destiny 2; Force 5; Dark Side 4

ECHUU SHEN-JON



Init +7; **Senses** Perception +13

Languages Basic, High Galactic, Huttese

Defenses Ref 26 (flat-footed 25), Fort 26, Will 29; **Block**, **Deflect**
Hp 121; **Threshold** 26

Speed 6 squares

Melee lightsaber +17* (2d8+8) or

Melee lightsaber +12/+12* (2d8+8) with Double Attack or

Melee unarmed +15 (1d4+8) or

Ranged by weapon +14

Base Atk +13; **Grp** +15

Atk Options Cleave, Double Attack, Follow Through, Power Attack

Special Actions Battle Analysis, Battle Meditation, Deployment Tactics, Redirect Shot, Share Talent (Deployment Tactics)

Force Powers Known (Use the Force +13): assured strike, battle strike, cloak, farseeing, inspire, mind trick, move object, surge, tempered aggression

Force Techniques Improved Sense Surroundings

Abilities Str 14, Dex 13, Con 12, Int 14, Wis 14, Cha 14

Special Qualities Command Cover +1, Share Talent (Deployment Tactics)

Talents Battle Analysis, Battle Meditation, Block, Deflect, Deployment Tactics, Hold the Line, Jedi Battle Commander, Redirect Shot

Feats Armor Proficiency (light), Cleave, Double Attack, Follow

Through, Force Sensitivity, Force Training (3), Power Attack, Skill Focus (Knowledge [tactics]), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Perception +13, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built), Vor'Na'Tu

Organization Score (Jedi Order) – 26

Destiny (destruction) – It is Echuu Shen-Jon's destiny to one day destroy the Vor'Na'Tu Jedi artifact to ensure it never falls into the wrong hands.

FAY

The mesmerizingly beautiful Master Fay was an incredibly strong Force user, and relied on her powerful telekinetic abilities instead of using a lightsaber. The Jedi Master lived for hundreds of years, and saved thousands of lives throughout the course of her service. Tales of her accomplishments throughout the galaxy elevated Master Fay to a living legend, given a certain mystique by her lack of contact with Coruscant.

Two months after the Battle of Geonosis, the Force willed Fay to the lava rivers of Queyta. There, she accompanied Obi-Wan Kenobi and Jedi Masters Jon Antilles, Kol Ven'Nari, and Nico Diath into a Separatist chemical weapons factory to retrieve an antidote to the deadly biological agent used on Ohma-D'un. However, Fay and her team were expected, and the Jedi were ambushed by the nefarious Durge and the wicked Asajj Ventress. Fay's adversaries were more than the Jedi could handle, but she and Obi-Wan secured a vial of the antidote and fled.

Before Fay and Kenobi could make a clean getaway, they were cornered by Durge and Ventress once more. Fay was mortally wounded during the skirmish, and Kenobi was left for dead. Fay gave the last reserves of her strength to Kenobi through the Force, sacrificing herself to empower her ally to make a leap to safety and escape with the antidote.

Fay (Mission to Queyta)

CL 16

Medium Venerable Arkanian offshoot/Sephi hybrid female Jedi
7/Jedi Knight 6/Jedi Master 3

Destiny 1; **Force** 6; **Strong in the Force**

MASTER FAY



Init +9; **Senses** Perception +16

Languages Arkanian, Basic, High Galactic, Sephi

Defenses Ref 31 (flat-footed 29), Fort 30, Will 32

Hp 113; **Threshold** 30

Immune fear effects

Speed 6 squares

Melee unarmed +16 (1d4+9) or

Ranged by weapon +18

Base Atk +16; **Grp** +18

Special Actions Adept Negotiator, At Peace, Determination, Force Harmony, Serenity, Surge of Light

Force Powers Known (Use the Force +23): ballistakinesis, far-seeing, Force slam (2), Force thrust, Force whirlwind, malacia, mind trick, morichro, move object (2), rebuke, surge, vital transfer

Force Regimens awaken Force sensitivity, eyes of the Force, quiet the mind, telekinetic practice

ARKANIAN OFFSHOOT/ SEPHI HYBRID

Arkanians and Sephi are genetically compatible, but the emphasis on the importance of pure blood lineage among Arkanians often sees this halfbreed relegated to Arkanian offshoot specimens.

Arkanian Offshoot/Sephi Hybrid Traits

All Arkanian Offshoot/Sephi Hybrids share the following traits:

Ability Modifiers +2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution. The halfbreed inherits traits from both its Arkanian offshoot and Sephi bloodlines, making them somewhat delicate, but graceful and charming.

Size As Medium creatures, Arkanian Offshoot/Sephi hybrids have no special bonuses or penalties due to their size.

Speed Arkanian Offshoot/Sephi hybrid base speed is 6 squares.

Age Ranges Child 1-12 years; Young Adult 13-17 years; Adult 18-150 years; Middle-aged 151-250 years; Old 251-399 years; Venerable 400+ years.

Determination Inheriting this trait from their Arkanian offshoot heritage, hybrids are particularly determined and driven. Once per encounter, they can reroll one failed skill check with a trained skill. This reroll can be declared after the success or failure of the roll is known. The hybrid must take the result of the second roll. A skill check is considered a failure only when the check fails to meet the minimum DC for any kind of success.

Automatic Languages Arkanian and Basic.

Force Secrets Pure Power

Force Techniques Force Point Recovery, Force Power Mastery (move object), Improved Move Light Object

Abilities Str 12, Dex 14, Con 12, Int 15, Wis 17, Cha 21

Special Qualities Resist Aging (Physically Adult)

Talents Adept Negotiator, At Peace, Force Harmony, Force

NEW LIGHT SIDE TALENT

The following new talent expands the Light Side talent tree (see page 53 of the *Clone Wars Campaign Guide*).

Resist Aging: You can draw upon the living Force to prevent the decay of your physical form and resist the negative effects of aging. This requires a successful Use the Force check and the use of a Force Point each year, or each time the character moves -5 steps along the condition track. The player makes a Use the Force check against a DC equal to 20 plus an additional 5 for each step (middle-aged, old, and venerable) the character's true age is above their physical age. Success means the character remains physically unaged, but gains the bonuses to their Intelligence, Wisdom and Charisma as bestowed by their true age. Failure means the character physically ages one age range step closer to their true age, incurring any penalties to their Strength, Dexterity and Constitution. Failure by 5 or more means the character ages completely to their true age. A character cannot make themselves younger with this power; once they have reached a physical age (either through natural aging or failure to make a skill check while using this power), they cannot go back.

Prerequisite: Adult age or higher, trained in Use the Force.

Persuasion, Master Negotiator, Resist Aging, Surge of Light, Telekinetic Prodigy, Telekinetic Savant

Feats Force Boon, Force Regimen Mastery, Force Sensitivity, Force Training (3), Informer, Skill Focus (Knowledge [galactic lore], Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +15, Knowledge (galactic lore) +20, Perception +16 (may substitute for Gather Information checks), Use the Force +23 (may substitute for Persuasion checks)

Possessions Jedi robes

Organization Score (Jedi Order) - 30

Destiny (Discovery) - It is Master Fay's destiny to discover and acquire the antidote to the Separatist biological weapon that could potentially kill millions throughout the galaxy.

GLAIVE

When the Clone Wars began, the burly Master Glaive and his Padawan Zule Xiss eagerly offered to assist the Jedi Order fight the Confederacy. Two months after the war began, Glaive and his apprentice headed to the Naboo moon of Ohma-D'un with Obi-Wan Kenobi and Anakin Skywalker to investigate the disappearance of a Gungan colony. The Jedi quickly discovered the colonists ravaged by a noxious Separatist bioweapon, and were ambushed by the CIS-employed bounty hunter Durge. Glaive went toe-to-toe with the hulking mercenary, and was holding his own, but was killed defeated when Asajj Ventress suddenly ambushed him with a crisp *Sai cha* attack from behind.

Glaive (Ambush at Ohma-D'un) CL 14
Medium Human Male Jedi 4/Soldier 8/Jedi Knight 2
Force 3
Init +8; **Senses** Perception +8
Languages Basic

Defenses Ref 28 (flat-footed 26), Fort 28, Will 27
Hp 140; **Threshold** 28

Speed 6 squares; **Powerful Charge**
Melee lightsaber +19* (2d8+12) or
Melee unarmed +18 (1d6+18) or
Ranged by weapon +15
Base Atk +14; **Grp** +18
Atk Options Bantha Rush, Cleave, Crush, Pin, Power Attack, Teräs Käsi Training
Special Actions Equilibrium, Feat of Strength, Immovable
Force Powers Known (Use the Force +13): battle strike, mind trick, move object, surge

Force Techniques Improved Battle Strike

Abilities Str 19, Dex 12, Con 15, Int 11, Wis 12, Cha 13
Talents Guardian Strike, Equilibrium, Hammerblow, Immovable, Melee Smash, Strong Grab, Unrelenting Assault
Feats Armor Proficiency (light), Bantha Rush, Bone Crusher, Cleave, Crush, Feat of Strength, Force Sensitivity, Force Training (2), Martial Arts I, Pin, Power Attack, Powerful Charge, Teräs Käsi Training, Weapon Proficiency (lightsabers, rifles, simple weapons)

SHADDAY POTKIN



Skills Endurance +14, Jump +16, Use the Force +13
Possessions Jedi robes, lightsaber* (self-built)
Organization Score (Jedi Order) – 26

GLYNN-BETI

Gruff and intimidating despite her small stature, Jedi Master Glynn-Beti was placed in charge of the *Acclamator*-Class carrier *Candaseri* when the Clone Wars began. Four weeks after the Republic offensive at Geonosis, Glynn-Beti led an assault and reclaimed the mining colony of Excarga from Separatist occupation. Afterward, she responded to a call for reinforcements from Obi-Wan Kenobi on Raxus Prime. Although she was unable to prevent Count Dooku from escaping, she managed to rescue a



large group of orphans, and ferried them to a relief camp at Cloud City on Bespin.

While unloading and resupplying her command ship on Bespin, the planet fell under Separatist attack. Forced to make a tactical retreat, Glynn-Beti was able to later return with reinforcements to launch a counter-assault and retake the critical tibanna gas resource for the Republic. The Bothan Jedi remained stationed on Cloud City for much of the war to deter further Separatist assaults.

In the thirtieth month of the war, Glynn-Beti and her Padawan laid siege to the Separatist stronghold of Xagobah to capture Techno Union Foreman Wat Tambor. After a failed attempt to gain a foothold into Tambor's Mazariyan Citadel, the Bothan enlisted the support of Jedi Knight Anakin Skywalker. While Skywalker led an air superiority campaign above the citadel, Glynn-Beti led a ground assault and managed to break inside Tambor's tower. Unfortunately, the Techno Union leader was still able to escape.

Jedi Master Glynn-Beti's whereabouts following the Clone Wars are unknown.

Glynn-Beti (Second Battle of Xagobah)

CL 14

Medium Bothan Female Jedi 4/Noble 5/Jedi Knight 3/Jedi Master 2

Force 8

Init +10; Senses Perception +9

Languages Basic, Bocce, Bothan, High Galactic, Military Sign, (2 unselected)

Defenses Ref 30 (flat-footed 27), Fort 27, Will 31; Deflect, Iron Will, Unwavering Resolve

Hp 100; Threshold 27

Speed 6 squares

Melee lightsaber +16* (2d8+7) or

Melee lightsaber +13/+13* (2d8+7) with Double Attack or

Melee lightsaber +14* (3d8+7) with Rapid Strike or

Melee lightsaber +11/+11* (3d8+7) with Double Attack and Rapid Strike or

Melee unarmed +15 (1d4+7) or

Ranged by weapon +15

Base Atk +12; Grp +15

Atk Options Double Attack, Rapid Strike

Special Actions Adept Negotiator, Aggressive Negotiator, Coordinated Attack, Coordinated Barrage, Weaken Resolve

Force Powers Known (Use the Force +14): Force slam, move object, hawk-bat swoop, saber swarm, sarlacc sweep, surge

Force Secrets Quicken Power

Force Techniques Force Point Recovery

Abilities Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 16

Talents Adept Negotiator, Aggressive Negotiator, Coordinate, Deflect, Multiattack Proficiency (lightsabers), Redirect Shot, Weaken Resolve

Feats Coordinated Attack, Coordinated Barrage, Coordinated Leadership, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Linguist, Rapid Strike, Unwavering Resolve, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +15, Persuasion +15, Pilot +15, Use the Force +14

Possessions Comlink, Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 27

ILENA "IRON HAND" XAN

In the final days of the Republic, Ilena Xan served the Jedi Order as a member of its combat training staff at the Jedi Temple on Coruscant where she specialized in unarmed combat. Master Xan was known as "Iron Hand" amongst her students, due to her unsympathetic teaching style. Six months before the end of the Clone Wars, Xan presided over the Jedi Temple Apprentice Tournament. Xan's fate is unknown, but it is likely she was in the temple when Darth Vader stormed the gates with the 501st clone trooper legion and massacred the Jedi within.

Ilena Xan (Battle of Rendili) **CL 16**

Medium Human Female Jedi 6/Soldier 4/Martial Arts Master 3/
Jedi Knight 2/Jedi Master 1

Force 5

Init +16; **Senses** Perception +9

Languages Basic, Bunduki

Defenses Ref 34 (flat-footed 29), Fort 33, Will 30; Dodge,
Grapple Resistance

Hp 158; **Threshold** 33

Speed 6 squares

Melee lightsaber +20* (2d8+11) or

Melee unarmed +19 (2d8+11) or

Ranged by weapon +19

Base Atk +16; **Grp** +19

Atk Options Simultaneous Strike, Stunning Strike, Tae-Jitsu
Expertise, Teräs Käsi Training, Throw, Trip

Special Actions Apprentice Boon, Equilibrium, Force
Fortification, Melee Defense, Physical Surge, Tae-Jitsu
Training

Force Powers Known (Use the Force +15): battle strike, Force
stun, move object, surge

Force Techniques Improved Force Stun

Abilities Str 15, Dex 17, Con 16, Int 13, Wis 13, Cha 15

Talents Apprentice Boon, Equilibrium, Force Fortification,
Physical Surge, Melee Smash, Simultaneous Strike, Stunning
Strike, Tae-Jitsu Expertise, Teräs Käsi Basics

Feats Armor Proficiency (light), Dodge, Force Sensitivity, Force
Training (2), Grapple Resistance, Martial Arts I, Martial Arts

ILENA XAN



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II, Melee Defense, Tae-Jitsu Training, Teräs Käsi Training,
Throw, Trip, Weapon Finesse, Weapon Proficiency (light-
sabers, simple weapons)

Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore)
+14, Use the Force +15

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 28

JAI "HAWKBAT" MARUK

In his youth, Jai Maruk gained the nickname "Hawkbat" from his peers for how intense and unblinking his large round eyes would get during childish staring contests. As an adult, Maruk was one of the thousands of Jedi to serve the Republic during the Clone Wars. During the twenty-seventh month of the war, "Hawkbat" was tasked with clearing the space lanes of pirates and other illegal activities from the Tingel Arm end of the Hydian Way.

After three months of policing the major hyperspace route, Maruk tailed a Trade Federation vessel to Vjun. Upon arriving, Maruk engaged Asajj Ventress in a duel, which left him scarred and captured. Maruk was brought before Count Dooku, who gave Jai a message to bring to Master Yoda on Coruscant.

During his recovery, Maruk was able to take in the Jedi Temple Apprentice Tournament. Tricked into making a bet on the tournament's outcome with Master Yoda, "Hawkbat" found himself saddled with youngling Tallisibeth Enwandung-Esterhazy, or "Scout", as his Padawan Learner. With his new apprentice in tow, Jai agreed to accompany Yoda, Jedi Master Maks Leem, and her Padawan to Vjun for the Grand Master's meeting with Dooku. The group set out disguised as a vacationing family in hopes of reaching their destination unimpeded.

During a layover at Phindar Station, while separated from the others, Jai Maruk and Maks Leem fell under attack by Ventress and a squad of assassin droids. Although the Jedi Masters managed to dispatch their droid assailants, Leem was gravely injured by Ventress, and Maruk was forced to face the dark witch on his own. Eager to repay Ventress for his injuries during their last encounter, "Hawkbat" thrust himself into a fierce melee against his adversary. Though he fought at the peak of his abilities, Maruk underestimated the skill of his enemy, and Ventress stabbed him through the chest before fleeing. Jai Maruk died in his Padawan's arms moments later, promising with his final words to be with her in spirit forever.

Jai Maruk (Mission to Vjun)

Medium Human Male Jedi 10/Jedi Knight 3

Force 4; **Dark Side** 2

Init +9; **Senses** Perception +13

CL 13

JAI MARUK



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Languages Basic, Bocce

Defenses Ref 29 (flat-footed 25), Fort 26, Will 27; Block, Deflect, Unwavering Resolve

Hp 129; **Threshold** 26

Speed 6 squares

Melee lightsaber +17* (2d8+8) or

Melee unarmed +16 (1d6+8) or

Ranged by weapon +16

Base Atk +13; **Grp** +16

Atk Options Double Attack, Rapid Strike, Riposte

Special Actions Lightsaber Form Savant, Vehicular Combat

Force Powers Known (Use the Force +11): barrier of blades, battle strike, falling avalanche (2), fluid riposte, hawkbat swoop, move object, surge (2)

Force Techniques Improved Sense Surroundings

Starship Maneuvers Known (Pilot +19): counter, intercept, strike formation

Abilities Str 14, Dex 16, Con 12, Int 13, Wis 14, Cha 10

Talents Block, Deflect, Djem So, Forceful Warrior, Lightsaber Form Savant, Redirect Shot, Riposte

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Martial Arts I, Rapid Strike, Skill Focus (Pilot), Starship Tactics, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Perception +13, Pilot +19, Use the Force +11

Possessions Jedi robes, lightsaber* (self-built), *Seltaya*-Class Courier *Limit of Vision*

Organization Score (Jedi Order) – 23

JOCASTA NU

The venerable Jedi Master Jocasta Nu dedicated her life to the pursuit of knowledge, and functioned as an archeologist with the ExplorCorps in her youth. After training her first apprentice, the Miraluka Jerec, Nu accepted a position as an archivist within the vast Jedi Temple Archives on Coruscant. After stepping down from her position on the Jedi High Council years later, Madame Nu served as Archives Director for over forty years. The crotchety Jedi Master had a passion for discovery and enlightenment, and pressed this enthusiasm onto the students who visited the Archives, and encouraged them to uncover the answers they sought without hand-holding.

When the integrity of the Archives had been compromised shortly before the First Battle of Geonosis, followed by a break-in courtesy of Dark Jedi Trenox four months later, safeguarding the Jedi Archives became a chief concern. Jocasta received a round-the-clock security detail to protect the ancient tombs, databases, and holocrons housed within the Jedi Temple. For a time during the ninth month of the war, Madame Nu was assigned Padawan Ahsoka Tano to act as chief of Archive Security. This proved fortunate for Jocasta when bounty hunter Cad Bane and his accomplices infiltrated the Jedi Temple to steal a holocron. Nu was ambushed by the shape-shifting Cato Parasitti, who incapacitated the elderly Jedi and assumed her identity. Had it not been for Tano's persistence and watchful eye, Nu would have likely been executed by the burglar to conceal her motives.

JOCASTA NU



When Order 66 was issued, Madame Nu still presided over the Temple Archives. Alerted of the siege on the Jedi Temple, Madame Nu entrusted a datapad with the layout to a hidden tunnel system beneath the temple to her Padawan, Jin-Lo Rayce, and instructed him to flee. Hoping to buy time for her apprentice to escape, and for the Temple archivists to destroy dangerous and sensitive information held within the Archives, Nu hurried off to confront the intruders. Vader demanded access to the Temple Beacon System used to contact Jedi all over the galaxy, but the grumpy old woman refused, and quickly fell victim to the traitorous former Jedi.

Jocasta Nu (Order 66)

CL 18

Medium Venerable Human Female Jedi 3/Noble 6/Jedi Knight 7/
Jedi Master 2

Force 2

Init +8; Senses Use the Force +21

Languages Basic, Bocce, Durese, High Galactic, Huttese, Ithorese, Mon Calamarian, Rodese, Ryl, Shryiiwook, Sullustese, Tionese

Defenses Ref 30 (flat-footed 30), Fort 30, Will 34; Lightsaber Defense

Hp 98; **Threshold** 30

Speed 6 squares

Melee lightsaber +16* (2d8+7) or

Melee unarmed +15 (1d4+7) or

Ranged by weapon +15

Base Atk +16; **Grp** +15

Special Actions Adaptable Talent, Coordinate +1, Echoes in the Force, Elder's Knowledge, Impart Knowledge, Instruction, Scholarly Knowledge, Skilled Advisor

Force Powers Known (Use the Force +21): enlighten, farseeing, Force thrust, mind trick, move object, prescience

Force Regimens awaken Force sensitivity, eyes of the Force, quiet the mind, telekinetic practice

Force Secrets Holocron Loremaster

Force Techniques Improved Sense Force, Improved Telepathy, Language Absorption

Abilities Str 7, Dex 9, Con 8, Int 17, Wis 14 Cha 14

Talents Coordinate +1, Echoes in the Force, Educated, Force Perception, Impart Knowledge, Insight of the Force, Instruction, Lightsaber Defense, Scholarly Knowledge, Skilled Advisor

Feats Adaptable Talent (Master Advisor), Elder's Knowledge, Force Regimen Mastery, Force Sensitivity, Force Training (2), Linguist (2), Rapport, Skill Focus (Gather Information, Knowledge [galactic lore], Knowledge [life sciences], Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +21, Knowledge (galactic lore) +22, Knowledge (life sciences) +22, Persuasion +16, Use Computer +17, Use the Force +21 (may substitute for Perception checks)

Possessions Ansata robes, datapad, lightsaber* (self-built)

Organization Score (Jedi Order) – 34

JON ANTILLES

Once the Padawan Learner of the Dark Woman, this enigmatic Jedi followed his master's lead, and gave up the possession of his name, taking instead the non-descript pseudonym Jon Antilles. To compound his intrigue, Jon Antilles was a nomadic Jedi. The maverick Jedi refused missions from the Jedi Council on Coruscant, even his military commission during the Clone Wars, trusting in the Force to lead him to the battlefields where he was needed.

One such stirring from the Force brought him to Queyta during the second month of the war. There, he met Obi-Wan Kenobi, and Jedi Masters Fay, Knol Ven'Nari, and Nico Diath on a mission to obtain an antidote to the vicious Separatist bioweapon responsible for atrocities on Ohma-D'un. On the lava floes of the volcanic planet, the Jedi found a mobile research facility where the toxin was developed, but were ambushed by Asajj Ventress and Durge before they could locate the antidote. Jon squared off against Durge to buy the other Jedi time to complete their mission. Unfortunately, Antilles was no match for the ferocious bounty hunter, and was fatally thrust into the river of lava.

Jon Antilles (Mission to Queyta)

CL 14

Medium Human Male Scout 9/Jedi 2/Jedi Knight 3



JON ANTILLES

Force 3

Init +14; **Senses** Perception +20

Languages Basic, Huttese

Defenses Ref 29 (flat-footed 27), Fort 28, Will 30; Dodge, Mobility
Hp 119; **Threshold** 28

Speed 6 squares

Melee lightsaber +14* (2d8+9) or

Melee lightsaber +12* (3d8+9) with Rapid Strike or

Melee unarmed +13 (1d4+9) or

Ranged by weapon +13

Base Atk +11; **Grp** +13

Atk Options Desperate Gambit, Rapid Strike

Special Actions Dampen Presence

Force Powers Known (Use the Force +12): assured strike, contentious opportunity, cloak (2), farseeing, Force slam, Force track, mind trick, move object, obscure (2), surge

Force Techniques Improved Obscure

Abilities Str 14, Dex 14, Con 12, Int 12, Wis 16, Cha 10

Talents Blend In, Cover Your Tracks, Dampen Presence, Difficult to Sense, Fade Out, Hidden Movement, Improved Stealth, Incognito

Feats Desperate Gambit, Dodge, Force Sensitivity, Force Training (3), Informer, Mobility, Rapid Strike, Skill Focus (Perception, Stealth), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +14, Initiative +14, Knowledge (galactic lore) +13, Perception +20 (may substitute for Gather Information checks), Stealth +19 (may substitute for Deception when creating a deceptive appearance or creating a diversion to hide; **may reroll when creating a deceptive appearance, keeping better result; may reroll, keeping second result**), **Use the Force +12 (may reroll when concealing presence from Force-users, keeping better result)**

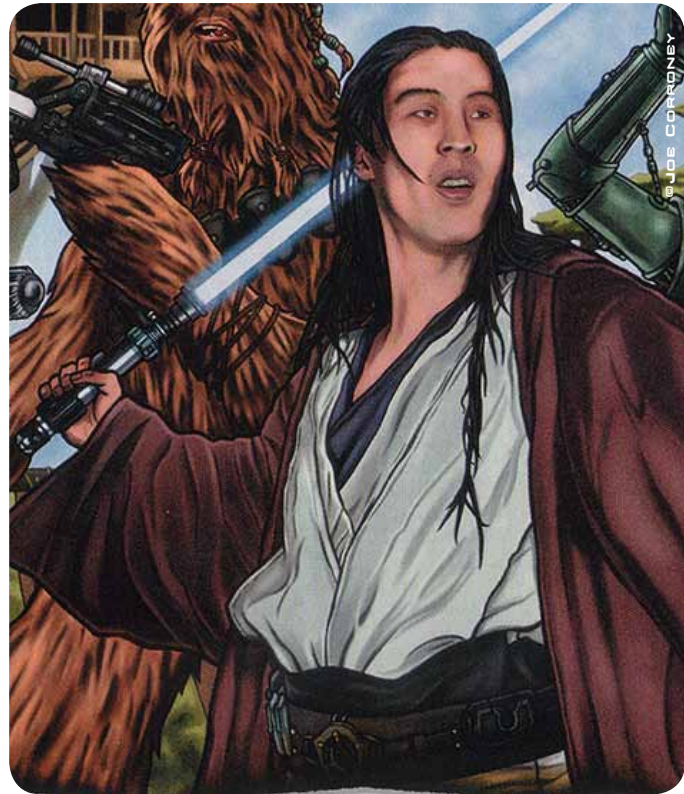
Possessions Jedi robes, lightsaber* (self-built), utility belt

Organization Score (Jedi Order) – 27

KAI JUSTISS

As a member of the Jedi Archival Department, Jedi Knight Kai Justiss and his former master Ur-Sema Du were tasked with

KAI JUSTISS



the discovery and cataloging of Force-sensitive flora and fauna throughout the galaxy. This assignment took the pair on many adventures, encountering beasts such as Marsh Haunts on Abraxin, Nightcrawlers on Kashyyyk, and Jakobeasts in the Outer Rim. After the death of his mentor at Geonosis, Justiss accepted a General's rank in the Grand Army of the Republic to defend the galaxy from the likes of the Separatists.

Late in the fifth month of the war, Justiss headed to Drongar with fellow Jedi Sian Jeisel and Tsui Choi to provide reinforcements. While en route, Justiss' carrier fell under Separatist attack, and the Jedi were captured. While in binders, Kai and his Jedi companions were enticed to join the Confederacy by Count Dooku, but the Jedi saw through the ruse and wouldn't be swayed from the Republic's cause. The Jedi were sent back to neutral space as a means to stir dissent among the Jedi.

Sixteen months after Geonosis, Kai Justiss' strong ties with the Wookiees made him a prime candidate to replace Yoda as the Republic's ambassador to Kashyyyk. As the Separatists allied with the slavers of Trandosha and invaded Kashyyyk near the war's end, Kai led a company of clone troopers to stave off the attack on Rwookrrorro City. During the city's defense, Justiss went into hiding when Order 66 forced his clones turned on him.

Kai snuck offworld, and was able to elude capture for almost twenty years until a band of Crimson Nova bounty hunters caught up with him on the agriworld of Garqi. The infamous Breela, Boushh and Zuckuss overpowered Justiss, and took him into custody. Kai Justiss was handed over to the Empire, where he was later transported to the site of the *Death Star*, and personally executed by Darth Vader just months before the Battle of Yavin.

Kai Justiss (Order 66)

CL 13

Medium Human Male Scout 7/Jedi 3/Jedi Knight 3

Force 9

Init +7; **Senses** Perception +13

Languages Basic, Bocce, High Galactic, Shryiiwook

Defenses Ref 28 (flat-footed 25), Fort 26, Will 27; Dodge, Lightsaber Defense

Hp 109; **Threshold** 26

Speed 6 squares

Melee lightsaber +13* (2d8+6) or

Melee unarmed +12 (1d4+6) or

Ranged by weapon +12

Base Atk +11; **Grp** +12

Special Actions Jedi Quarry, Shake It Off, Wilderness First Aid (1/day)

Force Powers Known (Use the Force +13): circle of shelter, cloak, Force thrust, Force track (2), mind trick, move object, pushing slash, surge

Force Techniques Improved Sense Force

Abilities Str 10, Dex 13, Con 13, Int 16, Wis 14, Cha 14

Talents Beast Trick, Difficult to Sense, Fade Out, Hidden Eyes, Improved Stealth, Jedi Quarry, Lightsaber Defense, Sense Primal Force

Feats Dodge, Force Sensitivity, Force Training (3), Informer, Predictive Defense, Shake It Off, Skill Focus (Knowledge [life

sciences]), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons), Wilderness First Aid
Skills Endurance +12, Knowledge (galactic lore) +14, Knowledge (life sciences) +19, Perception +13 (may substitute for Gather Information checks), Stealth +12 (may reroll, keeping second result; **may substitute for Deception checks when creating a diversion to hide**), Survival +13, **Use the Force +13 (may reroll when concealing presence from Force-users, keeping better result)**

Possessions Jedi robes, lightsaber* (self-built), utility belt

Organization Score (Jedi Order) – 27

KNOL VEN'NARI

The nomadic Jedi Master Knol Ven'Nari was well-known amongst her peers at the Jedi Temple on Coruscant. Her ability to manipulate fire and absorb energy earned her the nickname "The Fire Eater" from her Bothan brethren. The grouchy Jedi never took on a Padawan Learner during her time as a Jedi, earning her rank through sheer mastery of the Force. Ven'Nari's most notable exploit was personally defeating a horde of Wookiee bandits that pillaged their way across Bothan Space.

The Force willed Ven'Nari to Queyta in the second month of the Clone Wars. The Bothan met with Jedi Knight Obi-Wan Kenobi, and Jedi Masters Nico Diath, Jon Antilles and Fay to recover a vial of antidote to a lethal poison created by the Separatist to wreak havoc on Republic worlds. Before they could obtain the antidote, Knol and the others were opposed by the infamous bounty hunter Durge, and Confederate commander Asajj Ventress. Durge set off an explosion to eliminate the Jedi, and Ven'Nari took the fire into herself. Unfortunately, the flames were too much for even the Fire Eater to bear, and she perished from her injuries.

Knol Ven'Nari (Mission to Queyta)

CL 14

Medium Bothan Female Jedi 8/Jedi Knight 6

Force 2

Init +8; **Senses** Perception +15

Languages Basic, Bocce, Bothese, High Galactic, Huttese

Defenses Ref 27 (flat-footed 26), Fort 29, Will 31; Deflect, Iron Will

KNOL VEN'NARI



Hp 131; **Threshold** 29

Speed 6 squares

Melee lightsaber +19* (2d8+10) or

Melee lightsaber +16/+16* (2d8+10) with Double Attack or

Melee unarmed +17 (1d4+10) or

Ranged by weapon +15

Base Atk +14; **Grp** +17

Atk Options Double Attack, Power Attack

Special Actions Damage Reduction 10, Djem So, Initiate of Vahl, Redirect Shot

Force Powers Known (Use the Force +13): battle strike, combustion, energy resistance, falling avalanche, Force thrust,

negate energy (2), surge

Force Techniques Force Power Mastery (negate energy), Improved Battle Strike, Improved Sense Surroundings

Abilities Str 16, Dex 13, Con 13, Int 14, Wis 16, Cha 12

Talents Combat Trance, Damage Reduction 10, Deflect, Djem So, Initiate of Vahl, Multi-attack Proficiency (lightsabers), Redirect Shot

Feats Bothan Will, Combat Reflexes, Double Attack (lightsabers), Fight Through Pain, Force Sensitivity, Force Training (2), Power Attack, Relentless Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Endurance +13, Perception +15, Use the Force +13

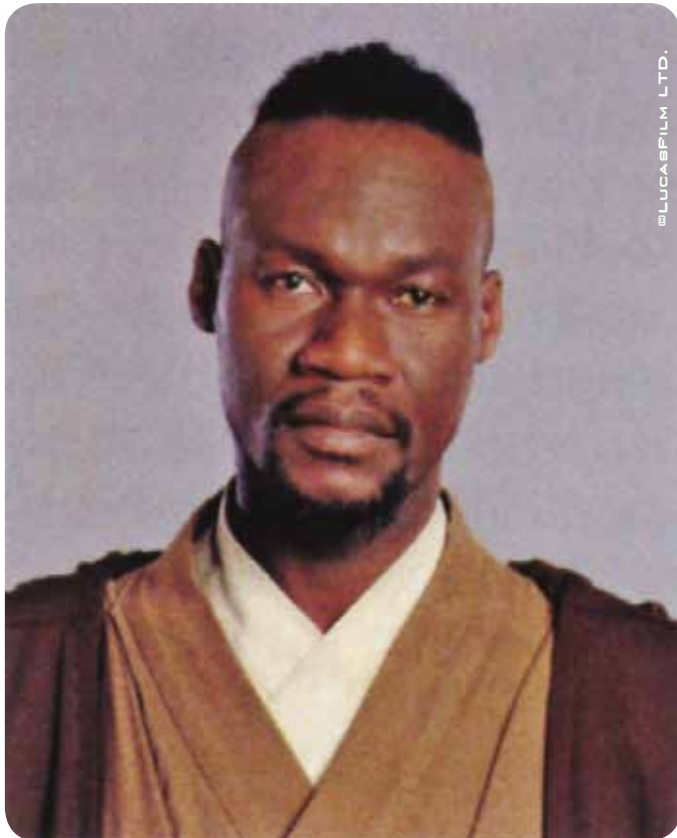
Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 28

KOFFI ARANA

Jedi Master Koffi Arana served in the Clone Wars alongside thousands of other Jedi. In the final months of the war, Arana was instrumental in the strategic planning and execution of the Outer Rim Sieges. When Order 66 was declared, Koffi was stationed on Boz Pity in the midst of clean-up operations with Jedi Master Stass Alliee. Unlike Alliee, Arana was fortunate enough to survive the betrayal of his troops, and made his way back to Coruscant.

On the galactic capital, at the foot of what was once the Jedi Temple, Arana encountered fellow Jedi Shadday Potkin, who invited him to a secret meeting within the abandoned warrens on Kessel. One month later, Koffi met with a small assembly of Jedi on Kessel to determine how to strike back at the Sith and reclaim the galaxy from the hands of evil. The meeting was discovered by Darth Vader, who was eventually overpowered by the Jedi, and admitted defeat. Unwilling to accept surrender from a Sith Lord, Koffi flew into a fit of rage, and killed fellow Jedi Bultar Swan in cold blood in order to obtain her lightsaber, and lunged at Vader. Blinded by hatred, Arana didn't see the razor-sharp cortosis blade telekinetically hurled by Vader, as it struck him squarely in the chest, killing him instantly.

**Koffi Arana (Ambush at Kessel)**

CL 13

Medium Human Male Jedi 7/Scoundrel 3/Jedi Knight 3

Force 3; **Dark Side** 3**Init** +8; **Senses** Perception +13**Languages** Basic, Huttese**Defenses** Ref 27 (flat-footed 25), Fort 28, Will 27; Lightsaber Defense**Hp** 108; **Threshold** 28**Speed** 6 squares**Melee** lightsaber +16* (2d8+8) or**Melee** lightsaber +14* (3d8+8) with Rapid Strike or**Melee** unarmed +14 (1d4+8) or**Ranged** by weapon +13**Base Atk** +12; **Grp** +14**Atk Options** Assured Attack, Rapid Strike**Special Actions** Consumed by Darkness, Seize Object, Sense Deception, Sentinel's Gambit**Force Powers Known** (Use the Force +12): battle strike, cloak, dark rage, falling avalanche, Force slam, move object, obscure, surge (2)**Force Techniques** Improved Obscure**Abilities** Str 15, Dex 13, Con 13, Int 12, Wis 14, Cha 13**Talents** Armored Defense, Consumed by Darkness, Lightsaber Defense, Reap Retribution, Seize Object, Sense Deception, Sentinel's Gambit, Sentinel Strike**Feats** Armor Proficiency (light), Assured Attack, Cunning Attack, Deft Charge, Force Sensitivity, Force Training (3), Rapid Strike, Triple Crit, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)**Skills** Deception +12, Jump +13, Perception +13, Use the Force +12**Possessions** Armored flight suit, lightsaber* (self-built)**Organization Score (Jedi Order)** – 24**L'LACIELO SAGEON**

This eccentric Jedi Master had reached an age where he was permitted a retirement of sorts as Temple Quartermaster alongside Jedi Master Waldan Bridger. Sageon's enthusiasm for explosions concerned some Jedi, but he was largely dismissed as harmless. Master Sageon was responsible for maintaining and supplying specialized equipment to Jedi as they set out on their missions.

When the Clone Wars spread throughout the galaxy, Master Sageon found himself equipping Jedi with more than just com-links and aquata breathers, and reveled in the chance to stock his storehouses with gear like concussion rifles and repeating blasters. This kept the venerable Jedi blissfully isolated from the realities of the war until its final days, when Coruscant came under direct assault. Sageon piloted a Jedi starfighter in an attempt to rescue the kidnapped Supreme Chancellor. L'lacielo and Jedi Knight Pablo-Jill chased Grievous all the way into the hangar bay of his flagship, and with lightsabers drawn, engaged the Kaleesh

cyborg. The aged Jedi Master didn't stand a chance against the Jedi killer, and was quickly cut down by Grievous.

L'iacielo Sageon (Second Battle of Coruscant) **CL 14**

Medium Venerable Lorradian Male Jedi 2/Noble 2/Scout 4/
Improviser 3/Jedi Knight 2/Jedi Master 1

Force 3

Init +7; **Senses** Perception +9

Languages Basic, Binary, Bocce, High Galactic

Defenses Ref 27 (flat-footed 27), Fort 26, Will 30

Hp 92; **Threshold** 26

Speed 6 squares

Melee lightsaber +11* (2d8+6) or

Melee unarmed +10 (1d4+6) or

Ranged by weapon +11

Base Atk +11; **Grp** +11

Special Actions Gearhead, Impart Knowledge, Improvised Device, Instruction, Jury-Rigger, Keep It Together, Scavenger, Skilled Advisor, Tech Specialist, Vehicular Combat, Vehicular Surge

Force Powers Known (Use the Force +14): battle strike, Force thrust, mind trick, move object, surge, technometry

Force Techniques Improved Sense Force

Abilities Str 8, Dex 10, Con 9, Int 16, Wis 15, Cha 15

Talents Bigger Bang, Force Flow, Impart Knowledge, Improvised Device, Instruction, Jury-Rigger, Keep It Together, Skilled Advisor

Feats Force Sensitivity, Force Training (2), Gearhead, Scavenger, Skill Focus (Knowledge [technology], Mechanics), Tech Specialist, Vehicular Combat, Vehicular Surge, Weapon Proficiency (heavy weapons, lightsabers, pistols, rifles, simple weapons)

Skills Knowledge (technology) +20, Mechanics +20, Pilot +12, Use Computer +15, Use the Force +14

Possessions Jedi robes, lightsaber* (self-built), toolkit, utility belt

Organization Score (Jedi Order) – 30

LORRDIAN

Hailing from the planet Lorr in the Kanz sector, Lorradians learned how to communicate with one another through the use of subtle gestures and body language. Lorradians are talented mimics, and are able to decipher the body language of others with astounding accuracy.

Lorradian Species Traits

All Lorradians share the following traits:

Size: As Medium creatures, Lorradians have no special bonuses or penalties due to their size.

Speed: Lorradian base speed is 6 squares.

Heightened Awareness: Lorradians may choose to reroll any Perception check, but the result of the reroll must be accepted, even if it is worse.

Skilled Mimicry: Lorradians can imitate the mannerisms of others with a great degree of precision. A Lorradian may choose to reroll any Deception check made to create a deceptive appearance, but the result of the reroll must be accepted, even if it is worse. Additionally, Deception is always a class skill for Lorradians.

Automatic Languages: Basic and kinetic communication.

NICO DIATH

Often regarded as a legend in his own time, Jedi Master Nico Diath descended from a bloodline known throughout the galaxy for producing a number of renowned Jedi Masters for thousands of years. During his time within the Jedi Order, Nico gained the enmity of the Hutts, liberating more than a thousand slaves from the slimy gangsters' control as he roamed the Outer Rim. When the Clone Wars began, Master Diath, along with nephew and Padawan Tae Diath, accepted commissions in the Republic's Grand Army.

In the second month of the Clone Wars, Nico left his Padawan behind on what he sensed would be a difficult and dangerous mission. Diath led a team of highly-skilled Jedi Masters to a mobile research facility on the volcanic world of Queyta to recover an antidote for a deadly neurotoxin developed by the Separatists. Confederate command knew Master Diath and his allies were coming, and dispatched Asajj Ventress and Durge to deal with the intruders. Diath chased after Ventress to secure the antidote, but the Dark Side witch brought the ceiling crashing down above him, and sent Diath plummeting into the lava below.

Nico Diath (Skirmish at Queyta)

CL 14

Medium Middle-aged Human Male Jedi 2/Noble 7/Jedi Knight 3/
Jedi Master 2

Destiny 1; Force 4

Init +8; Senses Perception +14

Languages Basic, Bocce, High Galactic, Huttese, (2 unselected)



NICO DIATH

Defenses Ref 28 (flat-footed 27), Fort 28, Will 31

Hp 110; Threshold 28

Speed 6 squares

Melee lightsaber +14* (2d8+8) or

Melee unarmed +13 (1d4+8) or

Ranged by weapon +13

Base Atk +12; Grp +13

Special Actions Born Leader, Coordinate, Coordinated Attack, Coordinated Leadership, Fearless Leader, Force of Will, Jedi Quarry, Link, Telepathic Link

Force Powers Known (Use the Force +20): farseeing, Force slam, inspire, mind trick (2), morichro, move object, surge, valor

Force Techniques Improved Telepathy

Force Secrets Mentor

Abilities Str 12, Dex 13, Con 12, Int 16, Wis 14, Cha 16

Talents Born Leader, Coordinate, Coordinated Leadership, Fearless Leader, Force of Will, Jedi Quarry, Link, Telepathic Link

Feats Coordinated Attack, Force Sensitivity, Force Training (3), Jedi Familiarity, Linguist, Melee Defense, Rapport, Skill Focus (Gather Information, Use the Force), Wary Defender, Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +20, Knowledge (galactic lore) +15, Perception +14, Persuasion +15, Use the Force +20

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 30

NEW LEGACY DESTINY: DIATH LEGACY

You are a descendant of Sidronna Diath, a powerful Jedi Master and Supreme Chancellor of the Republic during the Great Sith War. Your family is known for its expressiveness and strength of character.

Prerequisite: Human or Near-Human

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to double any insight, morale, or competence bonus you grant as a part of any talent or other special ability.

Destiny (Diath Legacy) – Nico Diath is descended from a long line of prominent Jedi reaching back over 4,000 years. Nico Diath may spend a Destiny Point as a free action to double any insight, morale, or competence bonus he grants as a part of a talent or other special ability.

SHON KON RAY

An unorthodox Jedi from the start, Shon Kon Ray took after his master, L'acielo Sageon, in that he had an interest in more conventional military tactics and equipment. When the Clone Wars began, Jedi Master Shon Kon Ray and his new Padawan, Mon Epenne, were assigned as Jedi liaisons to the Senate Bureau of Intelligence. At the start of the fifth month of the war, Kon Ray served under Jedi Master Plo Koon during his assault on Brentaal IV. Acting on Intelligence that defenses would be down for maintenance, Shon and a strike force were tasked with infiltrating Confederate commander Shogar Tok's stronghold and neutralizing the Separatist officer. Unfortunately, the Intel was grossly



SHON KON RAY

inaccurate, and the fortress' ion cannons and shields prevented Kon Ray's unit from landing to get into the compound. Kon Ray withdrew and relayed these turn of events to his superiors as his forces sustained heavy casualties. Before he could make it back behind the Republic lines, Shon's gunship took fire, and exploded.

Shon Kon Ray (Battle of Brentaal IV)

CL 14

Medium Human Male Jedi 5/Scout 5/Infiltrator 2/Jedi Knight 2

Force 5

Init +14; **Senses** Perception +14

Languages Basic, High Galactic, Military Sign

Defenses Ref 31 (flat-footed 28), Fort 27, Will 28; Deflect, Dodge, Mobility

Hp 114; **Threshold** 27

Speed 6 squares; **Hidden Movement**

Melee by lightsaber +14* (2d8+9) or

Melee unarmed +13 (1d6+9) or

Melee unarmed +13 (2d6+9 stun) or

Ranged by weapon +13

Base Atk +11; **Grp** +13

Atk Options Assured Attack

Special Actions Adversary Lore, Force Haze, Sentinel's Observation, Surveillance

Force Powers Known (Use the Force +14): assured strike, battle strike, enlighten, Force slam, inspire, mind trick, move object, surge, valor

Force Techniques Improved Valor

Abilities Str 15, Dex 15, Con 13, Int 14, Wis 15, Cha 15

Talents Adversary Lore, Deflect, Force Haze, Hidden Movement, Improved Stealth, Sentinel's Observation, Silent Takedown, Surveillance

Feats Assured Attack, Cunning Attack, Dodge, Force Sensitivity, Force Training (3), Improved Charge, Martial Arts I, Mobility, Skill Focus (Stealth), Weapon Proficiency (lightsabers, rifles, simple weapons)

Skills Initiative +14, Knowledge (tactics) +14, Perception +14, Stealth +19, Use the Force +14

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 25

T'BOLTON

Prior to the Clone Wars, T'bolton spent much of his time immersed in the archives of the Jedi Temple on Coruscant, cataloging and compiling information on a variety of subjects. Working under

Madame Jocasta Nu in the Jedi Archives, T'bolton often handled missions involving the theft of rare antiquities, as his contacts within the art community allowed him to quickly track down and recover the missing pieces. T'bolton specialized in esoteric lore concerning ancient architecture and decorative art, and would



T'BOLTON AND HIS FORMER
PADAWAN DURNAR

frequently assist Mrlssi University in authenticating and identifying various paintings and sculptures.

When the Clone Wars erupted, it forced T'bolton and his Padawan Durnar to dramatically alter their normal field of expertise, and take up the mantle of battle commanders. During the bloody three year-long war, T'bolton and his apprentice served on many battlefronts, the last of which was the arid world of Saleucami. Under Jedi Master Oppo Rancisis, T'bolton and the others beat back the Separatist forces to their holding point in Caldera City. While laying siege to the shield-protected city, T'bolton and his allies battled scores of cloned Morgukai warriors. The Mrlssi Jedi's skill with a lightsaber proved no match for these Confederate clones, and during the five month-long siege T'bolton was slaughtered while doing battle with the bloodthirsty Nikto cultists.

Tbolton (Battle of Saleucami)

CL 13

Small Mrlssi Male Noble 7/Jedi 3/Jedi Knight 3

Force 6

Init +12; Senses Perception +13

Languages Basic, Bocce, Cerean, Durese, High Galactic, Huttese, Mon Calamarian, Mrlsstesse

Defenses Ref 27 (flat-footed 26), Fort 24, Will 27; Lightsaber Defense

Hp 82; Threshold 24

Speed 4 squares

Melee lightsaber +12* (2d8+5) or

Melee unarmed +11 (1d3+5) or

Ranged by weapon +11

Base Atk +10; Grp +11

Special Actions Advanced Planning, Direct, Galactic Guidance, Instruction, Master Advisor, Quick Skill, Recall, Skilled Advisor

Force Powers Known (Use the Force +13): farseeing, Force thrust, mind trick, move object, rebuke, vital transfer

Force Techniques Improved Sense Surroundings

Abilities Str 8, Dex 13, Con 9, Int 15, Wis 14, Cha 14

Talents Advance Planning, Direct, Exceptional Skill (Knowledge [galactic lore]), Galactic Guidance, Instruction, Lightsaber Defense, Master Advisor, Skilled Advisor

Feats Force Sensitivity, Force Training (2), Linguist, Quick Skill, Rapport, Recall, Skill Focus (Gather Information, Knowledge [galactic lore], Persuasion), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Gather Information +18, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Knowledge (social sciences) +13, Perception +13, Persuasion +18, Treat Injury +13, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built), walking stick

Organization Score (Jedi Order) – 23

TSUI CHOI

Famous among the Jedi for his piloting abilities, the diminutive Tsui Choi was often deployed on missions where starfighter support or space superiority was required. During the Clone Wars, Master Choi helped repel a Separatist invasion force Kamino two



TSUI CHOI

months after the Battle of Geonosis. Three months later, Choi fell victim to an ambush at the hands of Count Dooku while ferrying supplies and reinforcements to Drongar with Kai Justiss and Sian Jeisel, but the Jedi were released by the Confederate leader to propagate dissent in the Jedi ranks with rumors of his mercy.

As he led aerial forces over Kashyyyk in the final days of the war, Order 66 was activated, and Tsui Choi barely managed to survive the ambush of his clone troopers. The Aleena Jedi Master was tracked halfway across the galaxy to Eriadu, where his fighter was shot down, and he was forced to face off against his former clones. There, he encountered Jedi Knight Bultar Swan, who extended an invitation to a secret Jedi gathering on Kessel.

One month after the Clone Wars ended, Choi arrived on Kessel to devise a plan to strike back at the Sith and reclaim the galaxy in the name of the Republic. However, the Emperor's emissary, Darth Vader, learned of the meeting and stormed the enclave. Tsui Choi and the other Jedi managed to overpower and subdue the Dark Lord, but Vader's shock troops arrived and ambushed the remaining Jedi. Master Choi was the last to perish as stormtroopers from the 501st gunned down the Aleena Jedi Master.

Tsui Choi (Ambush at Kessel)

CL 15

Small Aleena Male Scoundrel 2/Jedi 8/Ace Pilot 3/Jedi Knight 2
Force 2

Init +10; **Senses** Perception +15

Languages Aleena, Basic, Bocce, High Galactic

Defenses Ref 33 (flat-footed 30), Fort 27, Will 30; Deflect, Elusive Dogfighter, Elusive Target

Hp 94; **Threshold** 27

Speed 4 squares; Quick Energy

Melee lightsaber +16* (2d8+7) or

Melee lightsaber +14* (3d8+7) with Rapid Strike or

Melee lightsaber +13/+13* (2d8+7) with Double Attack or

Melee lightsaber +11/+11* (3d8+7) with Double Attack and Rapid Strike or

Melee lightsaber +8/+8/+8* (2d8+7) with Triple Attack or

Melee lightsaber +6/+6/+6* (3d8+7) with Triple Attack and Rapid Strike or

Melee unarmed +15 (1d3+7) or

Ranged by weapon +15

Base Atk +12; **Grp** +15

Atk Options Double Attack, Lightsaber Throw, Point Blank Shot, Rapid Shot, Rapid Strike, Triple Attack

Special Actions Redirect Shot, Vehicular Combat, Wingman

Force Powers Known (Use the Force +14): disarming slash, hawkbat swoop, inertia, move object, saber swarm, sarlacc sweep, surge (2)

Force Techniques Improved Move Light Object

Starship Maneuvers Known (Pilot +20): afterburn, evasive action, howrunner formation, intercept

Abilities Str 11, Dex 16, Con 10, Int 14, Wis 16, Cha 14

Special Qualities vehicle dodge +1

Talents Deflect, Elusive Dogfighter, Elusive Target, Lightsaber Throw, Multiattack Proficiency (lightsabers), Redirect Shot, Spacehound, Wingman

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Point Blank Shot, Rapid Shot, Rapid Strike, Skill Focus (Pilot), Starship Tactics, Triple Attack (lightsabers), Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +15 (may reroll, keeping second result), Mechanics +14, Perception +15, Pilot +20, Riding +15, Use the Force +14

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 28

Occupation (Military) – Tsui Choi spent a significant portion of his youth working with system militias, police forces, and other law enforcement agencies combating pirates and raiders, and so the Riding skill is always considered class for him. He also receives a +2 competence bonus for any untrained uses of the Treat Injury skill.

VOOLVIF MONN

Throughout his service, Shistavanen Jedi Master Voolvif Monn fervently adhered to the Jedi tenet of non-attachment, allowing for a lonely existence even when in the Jedi Temple. However, when the Clone Wars began, the lone wolf was forced to put his preference for working alone aside. He headed to Geonosis with over two hundred other Jedi. Monn's skill with a lightsaber, and



his perfection of a rare technique of harnessing the Force to create defensive energy barriers allowed him to survive the battle where other Jedi fell.

Following Geonosis, Voolvif was bestowed the rank of Jedi Master, and given a general's commission in the Grand Army of the Republic. Four months into the war, Monn aided Obi-Wan Kenobi and Anakin Skywalker in their invasion of Muunilist. Six months before the war came to a close, Monn saw action on the icy foothills of Arkania with fellow Jedi Aayla Secura, Eeth Koth, and Anakin Skywalker. It is unknown whether Voolvif Monn survived the Clone Wars or the massacre of the Jedi ranks that followed.

Voolvif Monn (Battle of Arkania)

Medium Shistavanen Male Scout 3/Jedi 6/Jedi Knight 5

CL 14

Force 6

Init +9; **Senses** low-light vision; **Perception** +20

Languages Basic, Shistavanen

Defenses Ref 28 (flat-footed 26), Fort 27, Will 29; Block, Deflect, Soresu

Hp 136; **Threshold** 27

Speed 6 squares; **Running Attack**

Melee lightsaber +17* (2d8+10) or

Melee claws +16 (1d6+10) or

Melee unarmed +16 (1d4+10) or

Ranged by weapon +15

Base Atk +13; **Grp** +16

Atk Options Bantha Rush, Cleave, Power Attack

Special Actions Jedi Quarry, Redirect Shot, Shake It Off, Wilderness First Aid (1/day)

Force Powers Known (Use the Force +13): circle of shelter, Force shield (2), Force thrust, move object, negate energy, surge, unhindered charge

Force Techniques Force Power Mastery (Force Shield), Improved Force Shield

Abilities Str 16, Dex 14, Con 13, Int 12, Wis 16, Cha 13

Special Qualities Quick Reflexes, Uncanny Tracker

Talents Acute Senses, Block, Deflect, Expert Tracker, Jedi Quarry, Redirect Shot, Sense Deception, Soresu

Feats Bantha Rush, Cleave, Force Sensitivity, Force Training (2), Power Attack, Running Attack, Shake It Off, Skill Focus (Perception, Survival), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons), Wilderness First Aid

Skills Endurance +13, Jump +15, Perception +20 (may reroll, keeping second result), Stealth +14, Survival +20, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built), utility belt

Organization Score (Jedi Order) – 25

WALDAN BRIDGER

During the Clone Wars, the brawny Waldan Bridger served as Temple Quartermaster for the Jedi on Coruscant. Master Bridger made sure every Jedi was properly outfitted for their missions, and kept tabs on their medical records to ensure their inoculations

were kept up to date. Despite his imposing appearance, Bridger was a caring and jovial man, and would often secretly tuck extra sweets into the supply packs of young Padawans.

As the Clone Wars raged on, Bridger was forced to take field assignments to make up for dwindling manpower. Twenty two months after the fighting began, Bridger commanded a task force to Togoria after the planet fell under Separatist attack. Sadly, the plea for assistance was a ploy; the Togorians willingly seceded to the Confederacy, and Waldan's troops were annihilated. Bridger was forced to confront General Grievous. Years of acting as quartermaster at the Jedi Temple had made the once-imposing Jedi Master soft, and he was slain in short order by the bloodthirsty warlord.

Waldan Bridger (Battle of Togoria) **CL 14**
Medium Middle-aged Human Male Jedi 2/Scout 2/Soldier 4/
Improvisor 1/Jedi Knight 5

Force 1

Init +8; **Senses** Perception +9

Languages Basic, High Galactic, Military Sign

Defenses Ref 28 (flat-footed 26), Fort 28, Will 30; Block

Hp 118; **Threshold** 28

Speed 6 squares

Melee lightsaber +16* (2d8+10) or

Melee san-ni staff +16 (2d6+12) or

Melee san-ni staff +16 (2d6+12 stun) or

Melee san-ni staff +11/+11 (2d6+12) or

Melee san-ni staff +11/+11 (2d6+12 stun) or

Melee lightsaber +16* (2d8+10) and

san-ni staff +16 (2d6+12) or

Melee lightsaber +16* (2d8+10) and

san-ni staff +16 (2d6+12 stun) or

Melee lightsaber +6* (2d8+10) and

san-ni staff +6/+6 (2d6+12) or

Melee lightsaber +6* (2d8+10) and

san-ni staff +6/+6 (2d6+12 stun) or

Melee unarmed +15 (1d6+10) or

Ranged by weapon +13

Base Atk +12; **Grp** +15

Atk Options Combat Reflexes, Twin Weapon Mastery, Twin

WALDAN BRIDGER



Weapon Style

Special Actions Conditioning, Right Gear for the Job (1/day),
Wilderness First Aid (1/day)

Force Powers Known (Use the Force +14): battle strike, move
object, rebuke, surge (2), vital transfer

Force Techniques Improved Battle Strike, Improved Sense
Surroundings

Abilities Str 17, Dex 13, Con 13, Int 15, Wis 15, Cha 15

Special Qualities No Tools Required

Talents Adapt and Survive, Battlefield Remedy, Block, Combat Trance, Right Gear for the Job, Twin Weapon Mastery, Twin Weapon Style, Weapon Specialist (advanced melee weapons)

Feats Armor Proficiency (light), Conditioning, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Mechanics), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, lightsabers, rifles, simple weapons), Wilderness First Aid, Wookiee Grip

Skills Mechanics +19, Survival +14, Treat Injury +14, Use Computer +14, Use the Force +14

Possessions Jedi robes, lightsaber* (self-built), san-ni staff, utility belt

Organization Score (Jedi Order) – 26

Occupation (Military) – Waldan Bridger has served the Jedi Order as a member of its provisioning division since he was a boy, and so the Treat Injury skill is always considered class for him. He also receives a +2 competence bonus on all untrained uses of the Endurance and Ride skills.